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CREATION OF MULTIMEDIA APPLICATIONS USING CLOUD TECHNOLOGIES FOR THE EDUCATIONAL PROCESS OF PRIMARY EDUCATION

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Annotatsion: This article details the creation and targeted use of cloud technologies, digital didactics, augmented reality (AR), virtual reality (VR) as well as multimedia technologies in the educational process today.
Keywords: Aaugmented reality (AR), virtual reality (VR), Information Communication Technology (ICT), Information Technology (IT)

Modern technologies show their positive results in all spheres of human activity. Of course, today, even young children are sufficiently developing the skills of partial use of mobile technologies in the family environment. Young children are now in increasing demand for mobile technology, which can be used to play various games, watch videos and much more. From this fascinating mobile universe, the learning process can get boring in the environment. The learning process leads to a decrease in the amount of knowledge that should be obtained by such students when studying books, etc. in the environment. In these cases, when organizing the educational process, it is necessary to use multimedia tools and interactive methods. In child psychology, such tools are useful when transferring from one environment to another.

It is worth saying that the use of acts in the classroom will be a solid basis for students to remember the material by 75%.

Currently, in the educational process, we have access to multimedia applications and other applications using various educational sites. We can use multimedia applications developed by the multimedia center under the Ministry of Preschool and School Education.

When creating such electronic complexes, many programs can be cited, such as autoplay, Web Page Maker, curslab, Camtasia Studio and others. Thanks to these programs, we will be able to enrich electronic complexes designed for the educational process with electronic manuals and didactic handouts, visual aids, infographic materials for training and educational processes.

We will also be able to use electronic Internet resources in the process of primary education. At the same time, the following sites provide us with convenience.

http://maktab.uz – information site of school education;
http://ta'lim.uz – information site of school education;
http://eduportal.uz – information educational portal of the Ministry of Preschool and School Education;

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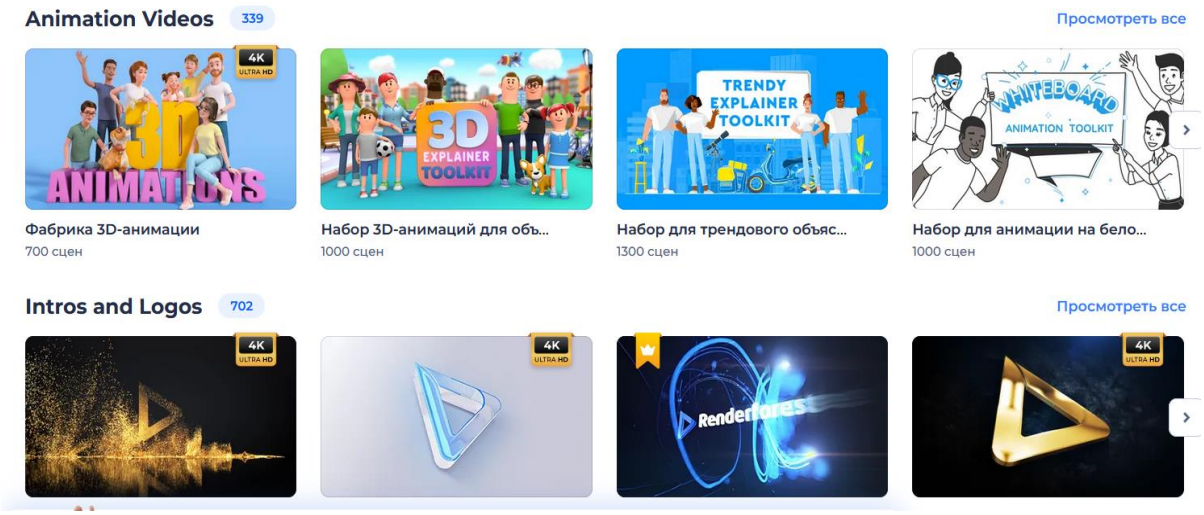
http://edukeds.uz - information site of school education and others. That is, in the learning process we can use electronic presentations, video lessons, educational games, distributions, virtual lessons and many other interesting educational activities.

Digital didactics is considered a part of pedagogy and is considered as the science of organizing the educational process in a digital educational environment. Digital didactics is the science of studying, supplementing and changing the basic concepts and principles of traditional didactics depending on the conditions of the digital environment. In addition to searching, storing, etc., optional data types, today we also have the ability to create different forms of information necessary for our own professional or other needs through internet services. Incentive cards, handouts, event booklets, cards, etc.

In addition, the use of the possibilities of digital didactics in the interactive organization of educational processes will help to make the learning process more exciting and increase the effectiveness of learning. We can also use this digital didactics to create videos and multimedia materials used for learning processes. For this purpose, we may use the following Internet services. The use of these digital didactics capabilities is also convenient for users who do not have computer literacy.

http:// https://www.renderforest.com – the video editor prepares video materials that correspond to various animation and didactic techniques of students.



VAcademia is an educational platform for creating a virtual environment. In this world, the classroom is similar to a regular real classroom, students and teachers participate in the lesson as 3D avatar characters, and the virtual lesson is similar to traditional life. In the educational virtual world of VAcademia, a variety of activities can be held: lectures, seminars, practices, role-playing games, simulations. organization of joint educational activities. The main advantage of vacademia is the possibility of virtually recording the lessons attended and thus creating a new type of digital content for distance learning. Havola: http://vacademia.com/

Learningsapps is a Web 2.0 application to support the learning and learning process through interactive modules. Available modules can be embedded directly into the learning content and can be modified or created online. The teacher can select the desired modules and make them public. Access to ready-made resources is also open to unregistered users. Assignments are interactive, and students can test and consolidate their knowledge in a playful

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way, which helps them develop interest in a particular academic subject. Reference:https://learningapps.org/

Edmodo is a service widely used in the education systems of many countries. Edmodo can be used for communication, virtual classroom communication, file sharing, and assessment. The system is integrated with Microsoft Office and Google. The virtual learning space is designed for teachers to create a digital classroom, connect students to e-learning resources for learning, and knowledge management. Reference:https://www.edmodo.com/m

Kahoot! is an educational platform based on Games and Questions. With this tool, students can create questionnaires, quizzes, discussions, or polls that complement classroom lessons. The application allows you to create presentations, tests, organize joint and joint events in the lesson. Kahoot! promotes game-based learning, which increases student engagement and creates a dynamic, social, and engaging learning environment. The service provides the teacher with the opportunity to create and apply game elements in the classroom to attract the attention of students. The material is designed in such a way that students answer questions during the game. Students can view presentations on a shared screen or use their smartphone, tablet, or laptop. Reference: https://getkahoot.com

In addition, we can now find and purposefully use various educational games in mobile apps. Using games and apps in the mobile app on TV by downloading the following apps from the Google Play app also makes the learning process more meaningful. The use of ICT in the classroom also increases students' interest in the IT industry. Digital technologies - virtual reality (VR). The advent of technical devices that allow a person to be in virtual reality has made this technology in demand in the field of entertainment. Virtual reality helmets and suits, specialized rooms allow you to enter an unknown world, all your actions are programmed to react from the virtual world, which allows you to immerse yourself 100%.

Virtual reality education resumes are changing the way students learn. The use of virtual reality in classrooms helps students learn better and helps them learn by visualizing complex concepts.

In conclusion, it can be said that the introduction of digital technologies in various sectors, not only in the education system, plays a big role in the modernization of the country's education system. It serves to organize modern education and increase the effectiveness of learning.

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